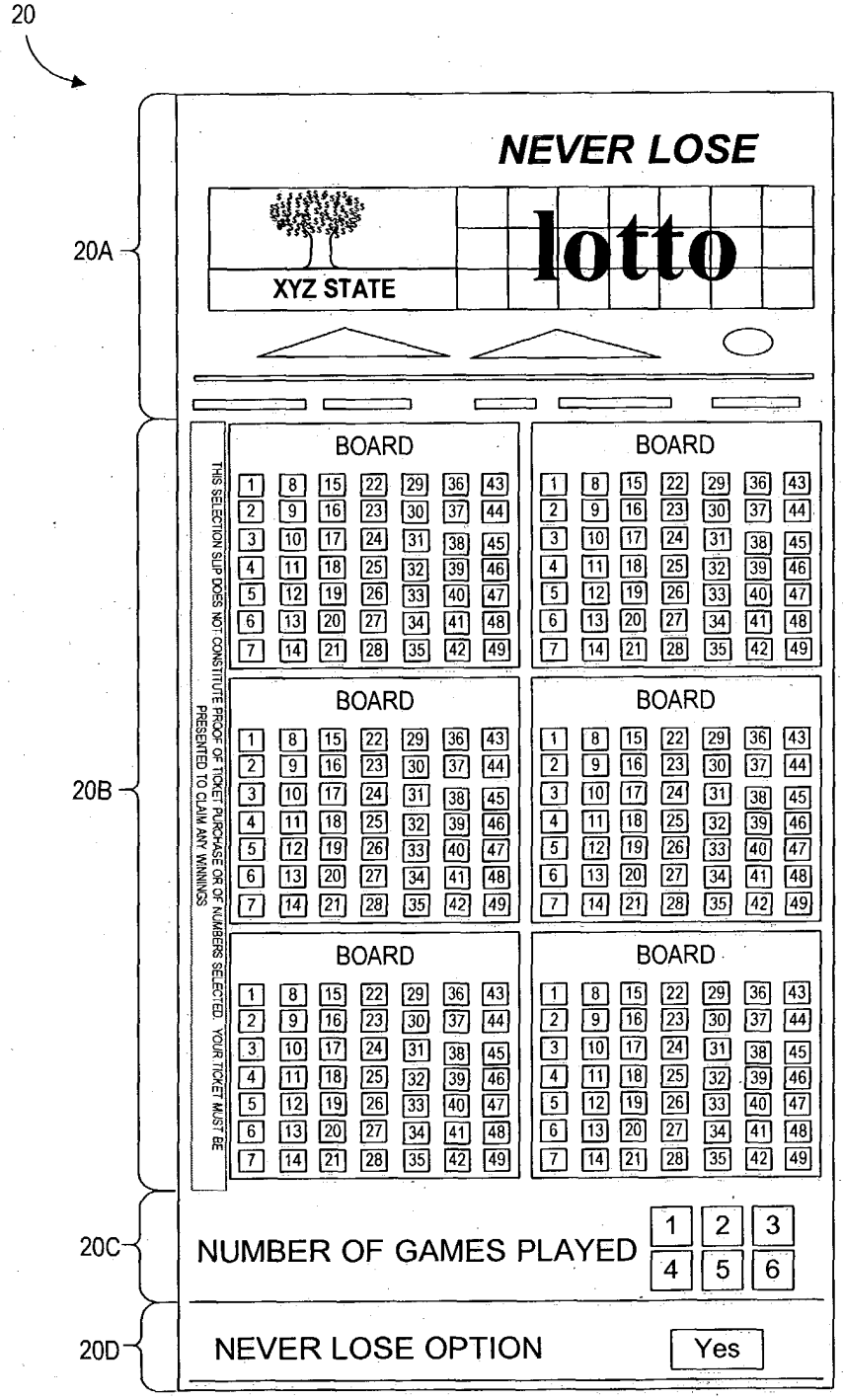

20
NEVER LOSE
XYZ STATE
lotto
20A
BOARD
20B
THIS SELECTION SLIP DOES NOT CONSTITUTE PROOF OF TICKET PURCHASE OR OF NUMBERS SELECTED. YOUR TICKET MUST BE PRESENTED TO CLAIM ANY WINNINGS
20C
NUMBER OF GAMES PLAYED
1 2 3 4 5 6
20D
NEVER LOSE OPTION
Yes

FIG. 1

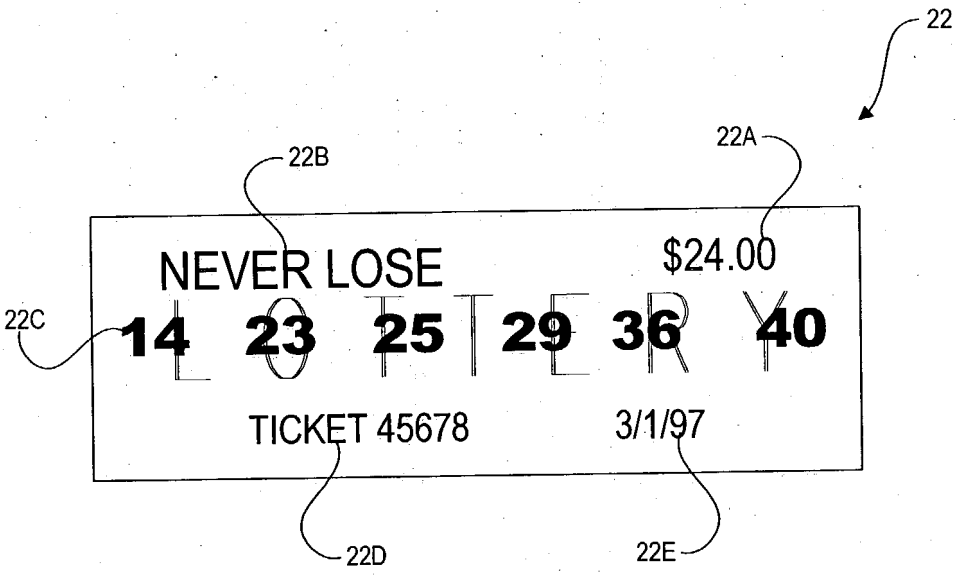

22
22A
22B
NEVER LOSE
$24.00
22C
14 23 25 29 36 40
TICKET 45678
3/1/97
22D
22E

FIG. 2

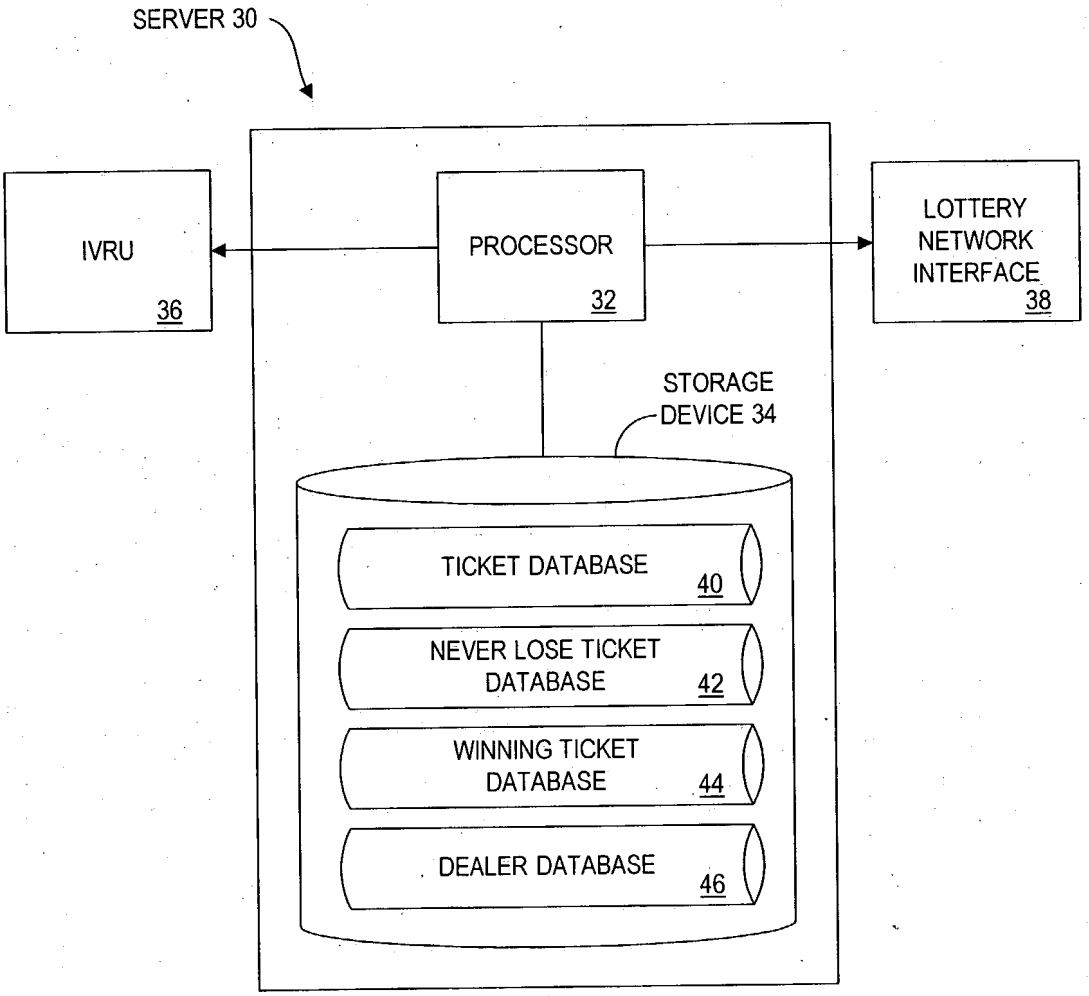

SERVER 30
IVRU
36
PROCESSOR
32
LOTTERY
NETWORK
INTERFACE
38
STORAGE
DEVICE 34
TICKET DATABASE
40
NEVER LOSE TICKET
DATABASE
42
WINNING TICKET
DATABASE
44
DEALER DATABASE
46

FIG. 3A

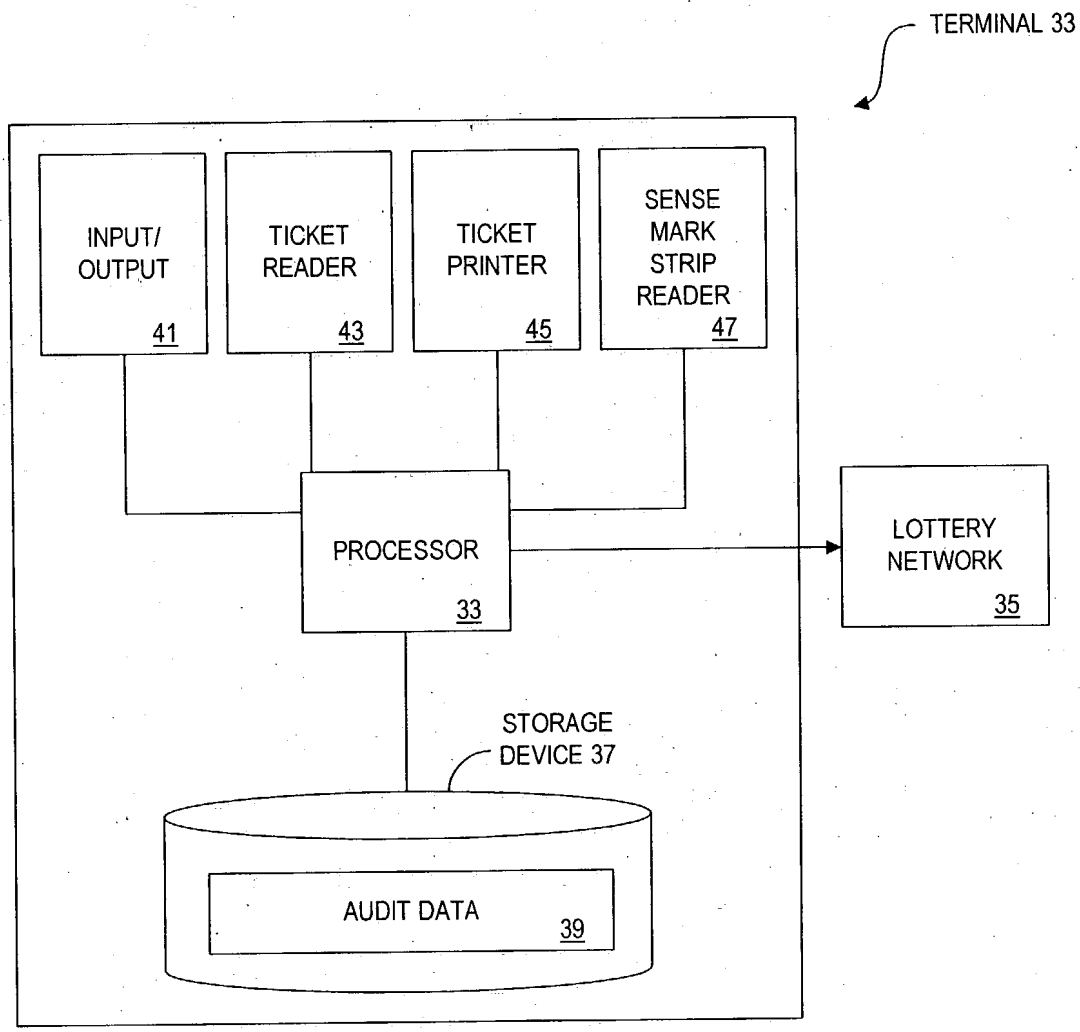

TERMINAL 33
INPUT/ OUTPUT
41
TICKET READER
43
TICKET PRINTER
45
SENSE MARK STRIP READER
47
PROCESSOR
33
LOTTERY NETWORK
35
STORAGE DEVICE 37
AUDIT DATA
39

FIG. 3B

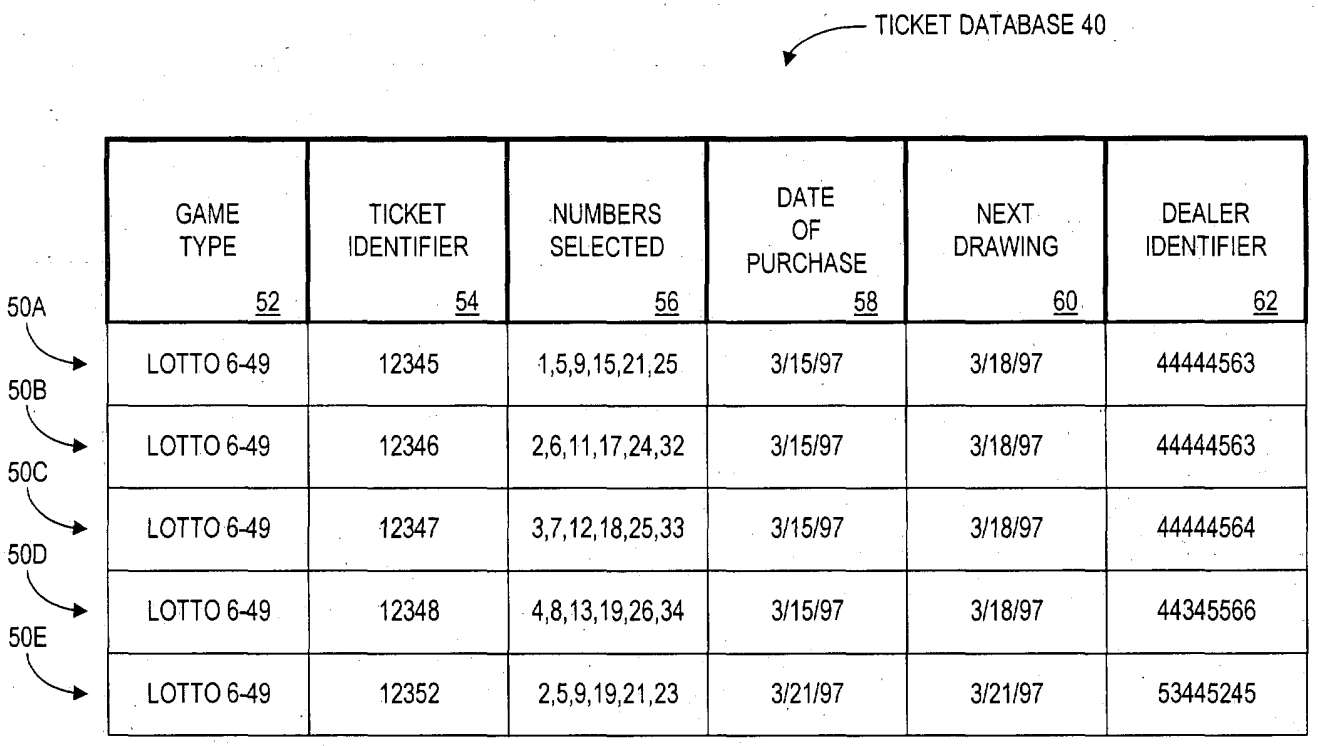
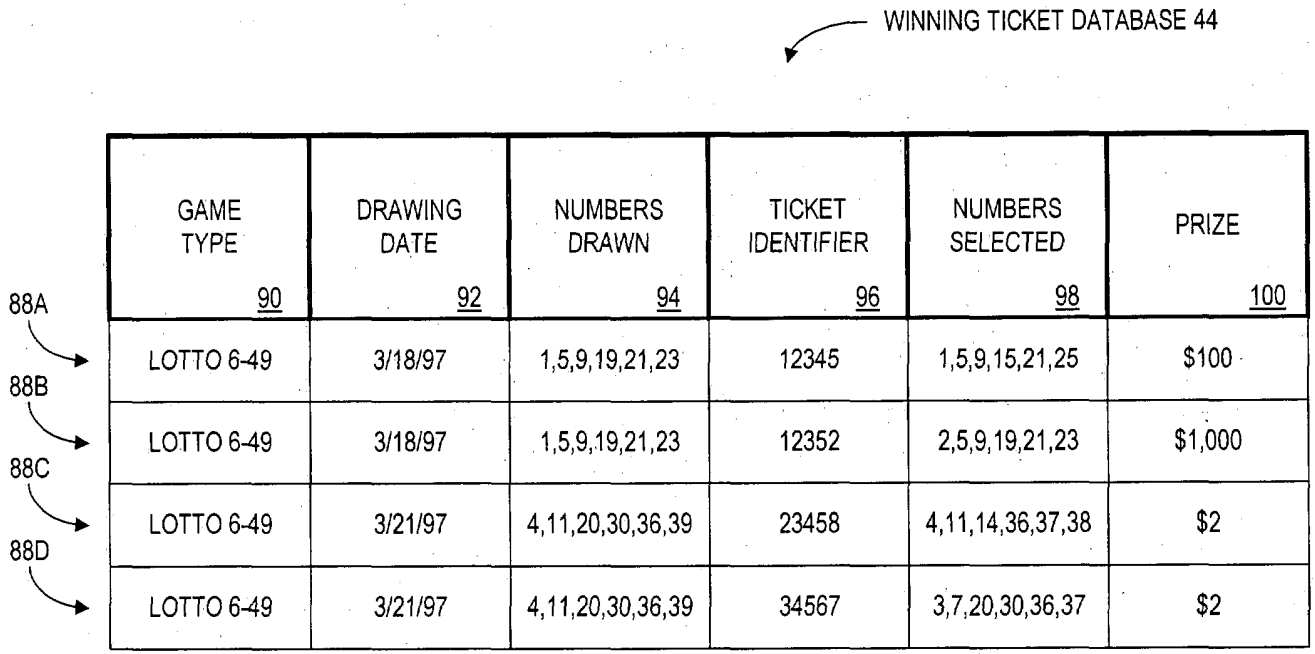

TICKET DATABASE 40
GAME TYPE 52
TICKET IDENTIFIER 54
NUMBERS SELECTED 56
DATE OF PURCHASE 58
NEXT DRAWING 60
DEALER IDENTIFIER 62
50A
50B
50C
50D
50E
LOTTO 6-49 12345 1,5,9,15,21,25 3/15/97 3/18/97 44444563
LOTTO 6-49 12346 2,6,11,17,24,32 3/15/97 3/18/97 44444563
LOTTO 6-49 12347 3,7,12,18,25,33 3/15/97 3/18/97 44444564
LOTTO 6-49 12348 4,8,13,19,26,34 3/15/97 3/18/97 44345566
LOTTO 6-49 12352 2,5,9,19,21,23 3/21/97 3/21/97 53445245

FIG. 4

NEVER LOSE TICKET DATABASE 42

	GAME TYPE 68	TICKET IDENTIFIER 70	DATE OF PURCHASE 72	NEXT DRAWING 74	DEALER IDENTIFIER 76	STATUS 78	NUMBERS SELECTED 80
66A	LOTTO 6-49	23456	3/15/97	3/21/97	44444563	ACTIVE	1,2,3,4,5,6
66B	LOTTO 6-49	23457	3/15/97	3/21/97	44444563	ACTIVE	2,4,6,8,10,12
66C	LOTTO 6-49	23458	3/15/97	3/21/97	44444563	ACTIVE	4,11,14,36,37,38
66D	LOTTO 6-49	23459	3/15/97	3/21/97	44444563	ACTIVE	7,14,21,28,35,42
66E	LOTTO 6-49	12352	3/21/97	3/21/97	44444563	CLOSED	1,5,19,21,23,30

FIG. 5



GAME TYPE 90	DRAWING DATE 92	NUMBERS DRAWN 94	TICKET IDENTIFIER 96	NUMBERS SELECTED 98	PRIZE 100
LOTTO 6-49	3/18/97	1,5,9,19,21,23	12345	1,5,9,15,21,25	$100
LOTTO 6-49	3/18/97	1,5,9,19,21,23	12352	2,5,9,19,21,23	$1,000
LOTTO 6-49	3/21/97	4,11,20,30,36,39	23458	4,11,14,36,37,38	$2
LOTTO 6-49	3/21/97	4,11,20,30,36,39	34567	3,7,20,30,36,37	$2

FIG. 6

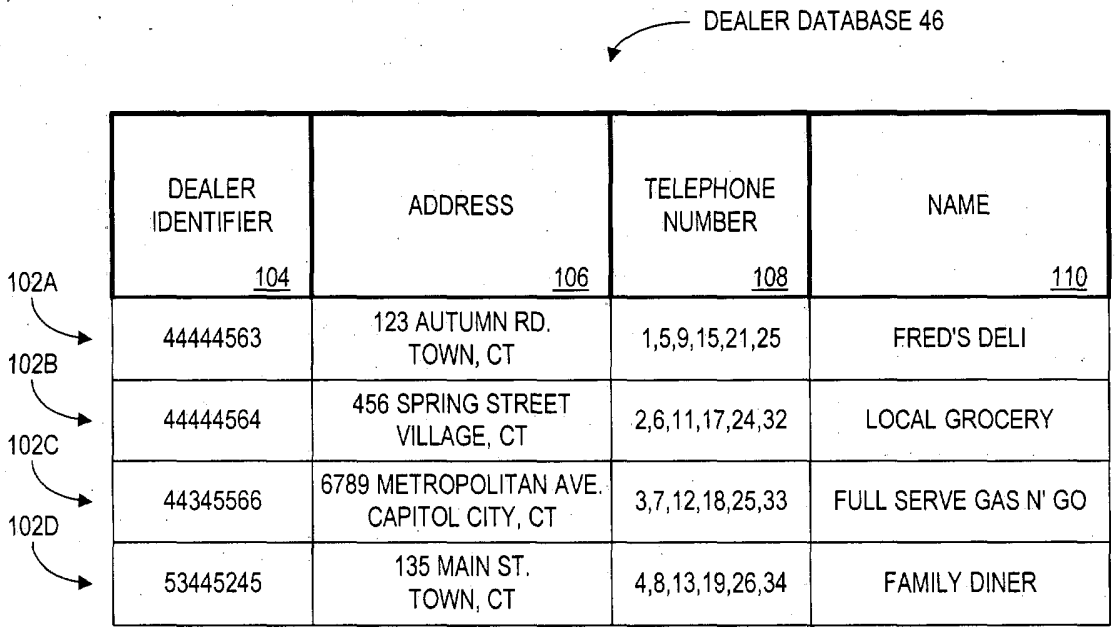

DEALER DATABASE 46
DEALER IDENTIFIER 104
ADDRESS 106
TELEPHONE NUMBER 108
NAME 110
102A
44444563
123 AUTUMN RD. TOWN, CT
1,5,9,15,21,25
FRED'S DELI
102B
44444564
456 SPRING STREET VILLAGE, CT
2,6,11,17,24,32
LOCAL GROCERY
102C
44345566
6789 METROPOLITAN AVE. CAPITOL CITY, CT
3,7,12,18,25,33
FULL SERVE GAS N' GO
102D
53445245
135 MAIN ST. TOWN, CT
4,8,13,19,26,34
FAMILY DINER

FIG. 7

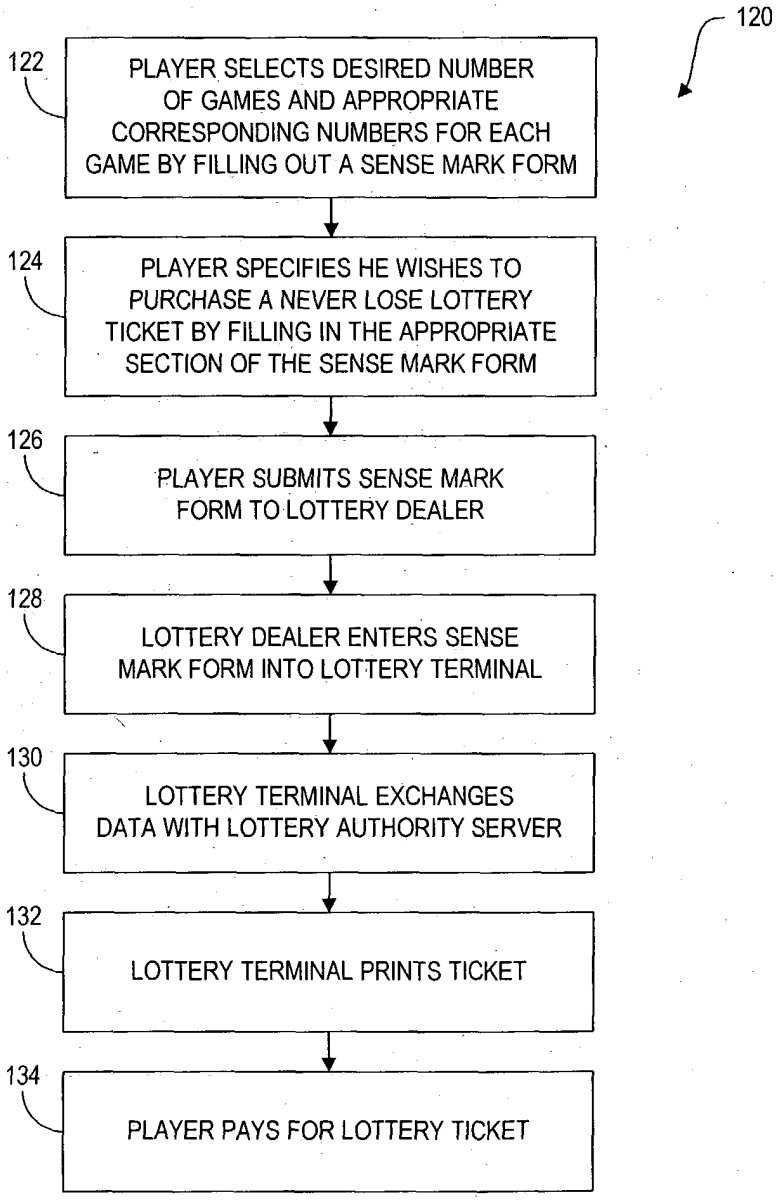

120
122
PLAYER SELECTS DESIRED NUMBER OF GAMES AND APPROPRIATE CORRESPONDING NUMBERS FOR EACH GAME BY FILLING OUT A SENSE MARK FORM
124
PLAYER SPECIFIES HE WISHES TO PURCHASE A NEVER LOSE LOTTERY TICKET BY FILLING IN THE APPROPRIATE SECTION OF THE SENSE MARK FORM
126
PLAYER SUBMITS SENSE MARK FORM TO LOTTERY DEALER
128
LOTTERY DEALER ENTERS SENSE MARK FORM INTO LOTTERY TERMINAL
130
LOTTERY TERMINAL EXCHANGES DATA WITH LOTTERY AUTHORITY SERVER
132
LOTTERY TERMINAL PRINTS TICKET
134
PLAYER PAYS FOR LOTTERY TICKET

FIG. 8

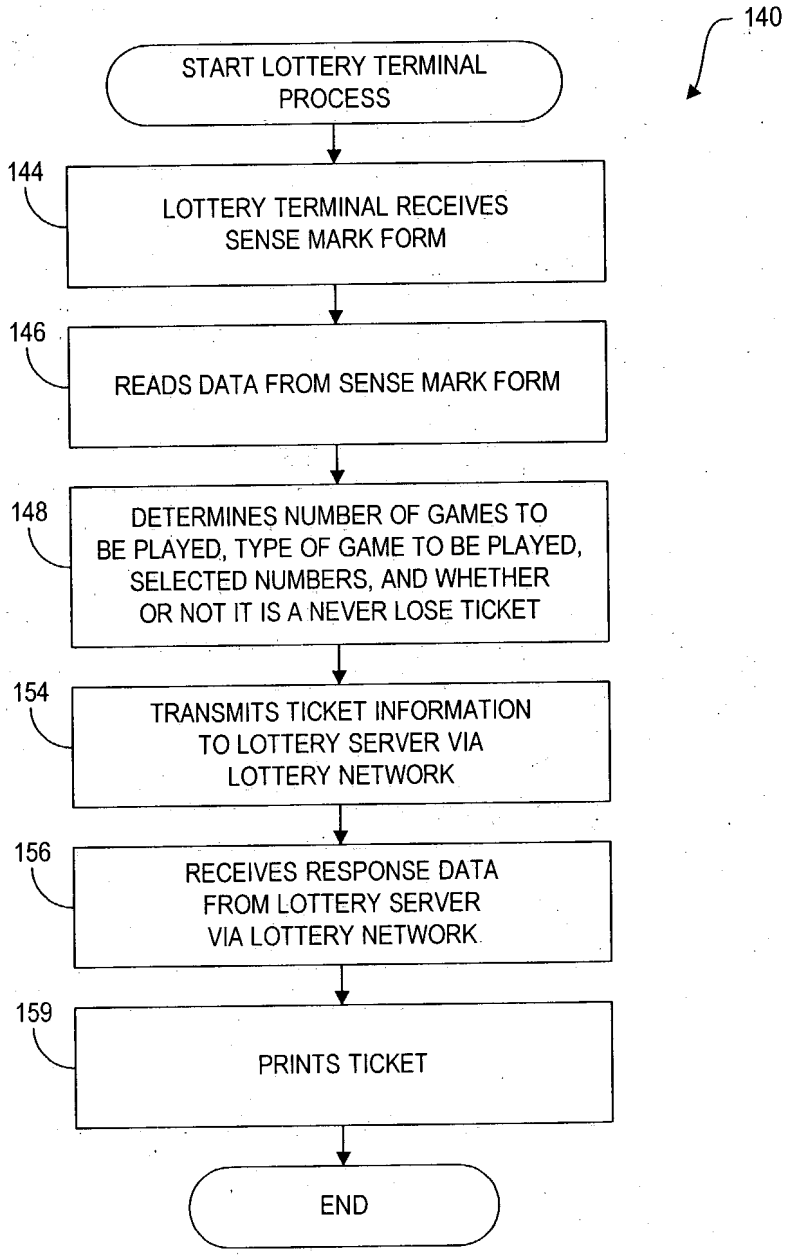

140
START LOTTERY TERMINAL PROCESS
144
LOTTERY TERMINAL RECEIVES SENSE MARK FORM
146
READS DATA FROM SENSE MARK FORM
148
DETERMINES NUMBER OF GAMES TO BE PLAYED, TYPE OF GAME TO BE PLAYED, SELECTED NUMBERS, AND WHETHER OR NOT IT IS A NEVER LOSE TICKET
154
TRANSMITS TICKET INFORMATION TO LOTTERY SERVER VIA LOTTERY NETWORK
156
RECEIVES RESPONSE DATA FROM LOTTERY SERVER VIA LOTTERY NETWORK
159
PRINTS TICKET
END

FIG. 9

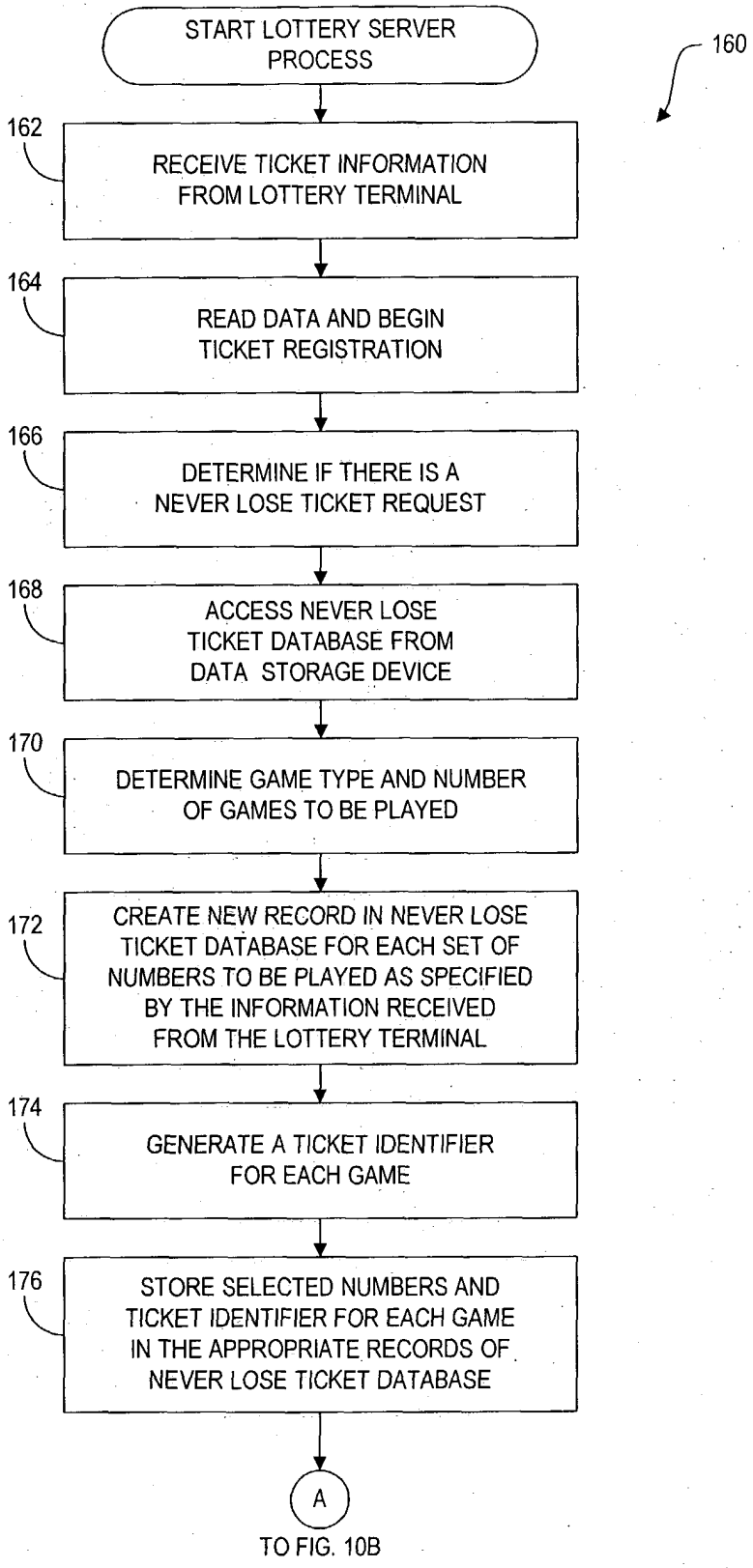

START LOTTERY SERVER PROCESS
160
162
RECEIVE TICKET INFORMATION FROM LOTTERY TERMINAL
164
READ DATA AND BEGIN TICKET REGISTRATION
166
DETERMINE IF THERE IS A NEVER LOSE TICKET REQUEST
168
ACCESS NEVER LOSE TICKET DATABASE FROM DATA STORAGE DEVICE
170
DETERMINE GAME TYPE AND NUMBER OF GAMES TO BE PLAYED
172
CREATE NEW RECORD IN NEVER LOSE TICKET DATABASE FOR EACH SET OF NUMBERS TO BE PLAYED AS SPECIFIED BY THE INFORMATION RECEIVED FROM THE LOTTERY TERMINAL
174
GENERATE A TICKET IDENTIFIER FOR EACH GAME
176
STORE SELECTED NUMBERS AND TICKET IDENTIFIER FOR EACH GAME IN THE APPROPRIATE RECORDS OF NEVER LOSE TICKET DATABASE
A
TO FIG. 10B

FIG. 10A

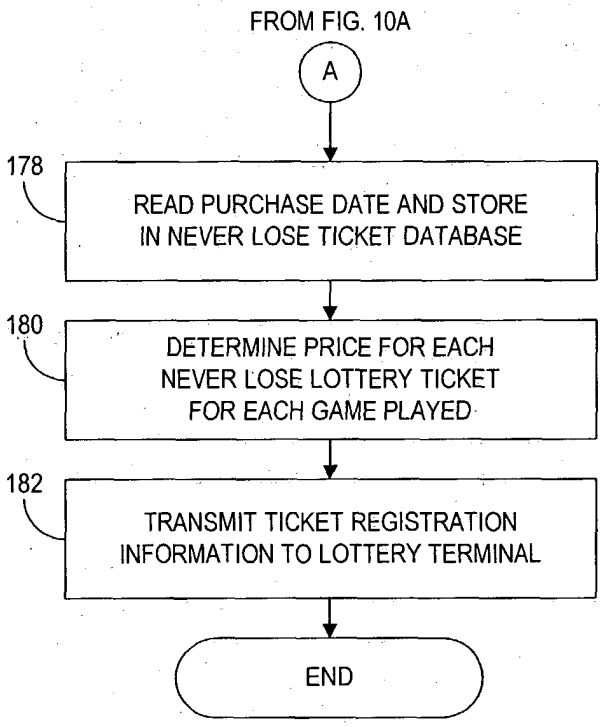

FROM FIG. 10A
A
178
READ PURCHASE DATE AND STORE IN NEVER LOSE TICKET DATABASE
180
DETERMINE PRICE FOR EACH NEVER LOSE LOTTERY TICKET FOR EACH GAME PLAYED
182
TRANSMIT TICKET REGISTRATION INFORMATION TO LOTTERY TERMINAL
END

FIG. 10B

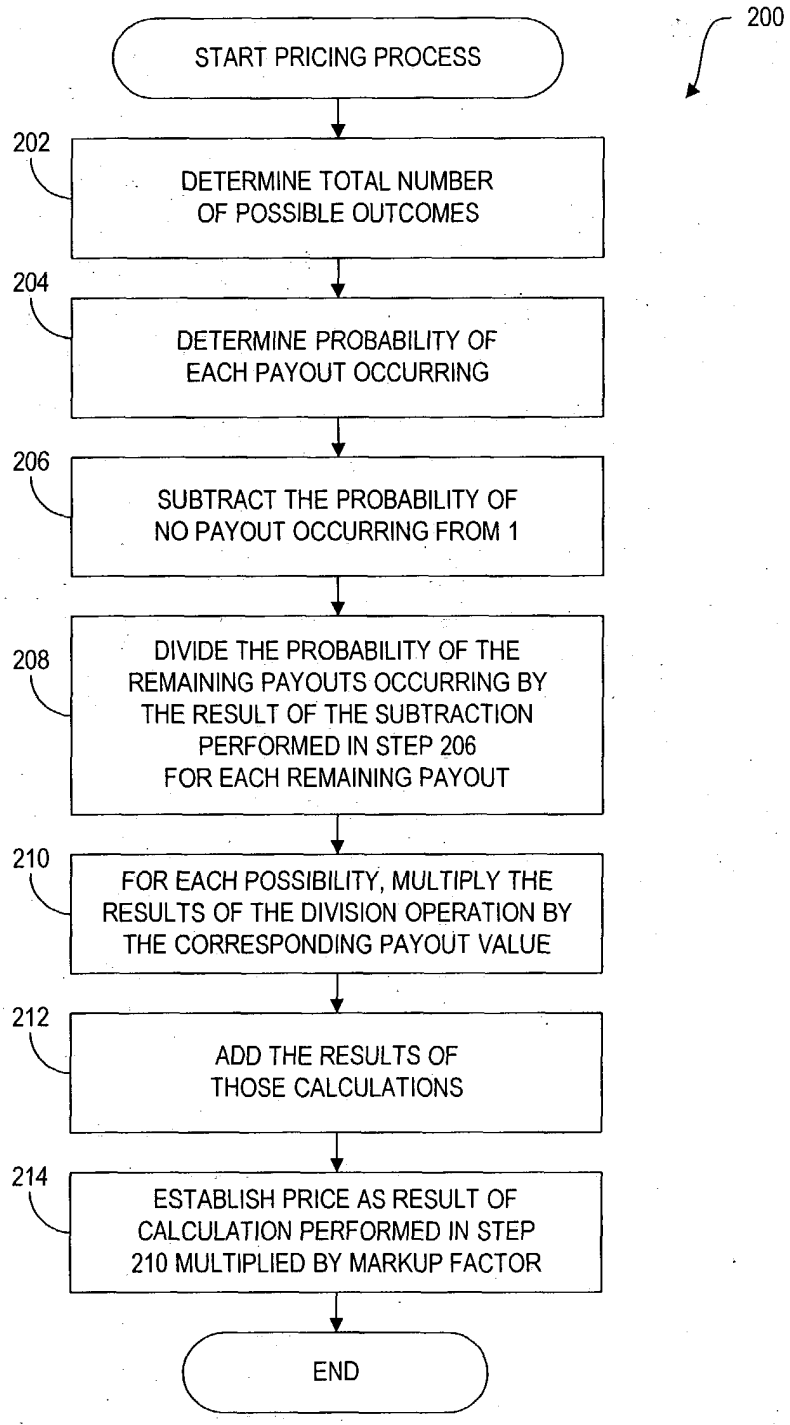

200
START PRICING PROCESS
202
DETERMINE TOTAL NUMBER OF POSSIBLE OUTCOMES
204
DETERMINE PROBABILITY OF EACH PAYOUT OCCURRING
206
SUBTRACT THE PROBABILITY OF NO PAYOUT OCCURRING FROM 1
208
DIVIDE THE PROBABILITY OF THE REMAINING PAYOUTS OCCURRING BY THE RESULT OF THE SUBTRACTION PERFORMED IN STEP 206 FOR EACH REMAINING PAYOUT
210
FOR EACH POSSIBILITY, MULTIPLY THE RESULTS OF THE DIVISION OPERATION BY THE CORRESPONDING PAYOUT VALUE
212
ADD THE RESULTS OF THOSE CALCULATIONS
214
ESTABLISH PRICE AS RESULT OF CALCULATION PERFORMED IN STEP 210 MULTIPLIED BY MARKUP FACTOR
END

FIG. 11

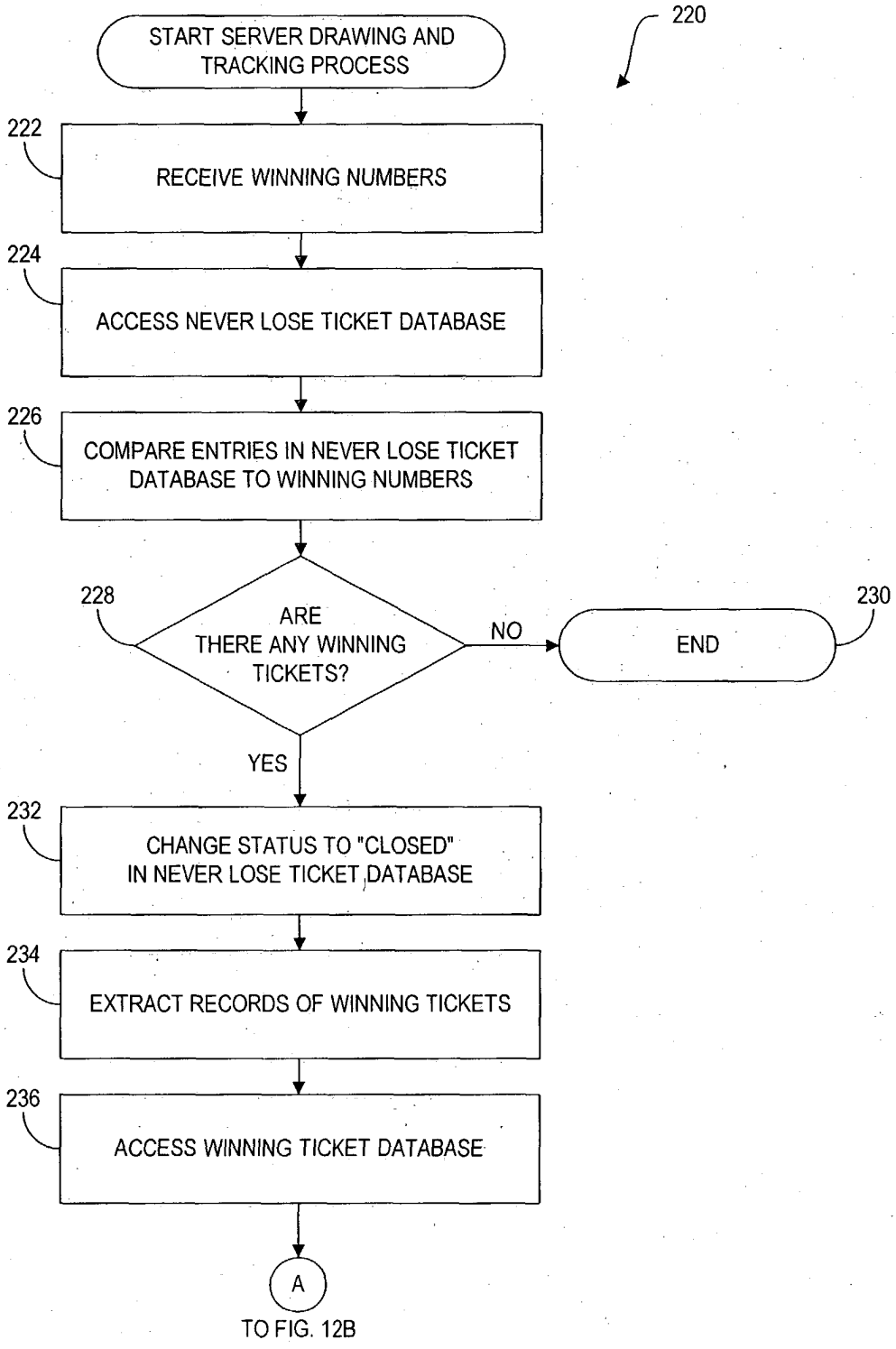

220
START SERVER DRAWING AND TRACKING PROCESS
222
RECEIVE WINNING NUMBERS
224
ACCESS NEVER LOSE TICKET DATABASE
226
COMPARE ENTRIES IN NEVER LOSE TICKET DATABASE TO WINNING NUMBERS
228
ARE THERE ANY WINNING TICKETS?
NO
230
END
YES
232
CHANGE STATUS TO "CLOSED" IN NEVER LOSE TICKET DATABASE
234
EXTRACT RECORDS OF WINNING TICKETS
236
ACCESS WINNING TICKET DATABASE
A
TO FIG. 12B

FIG. 12A

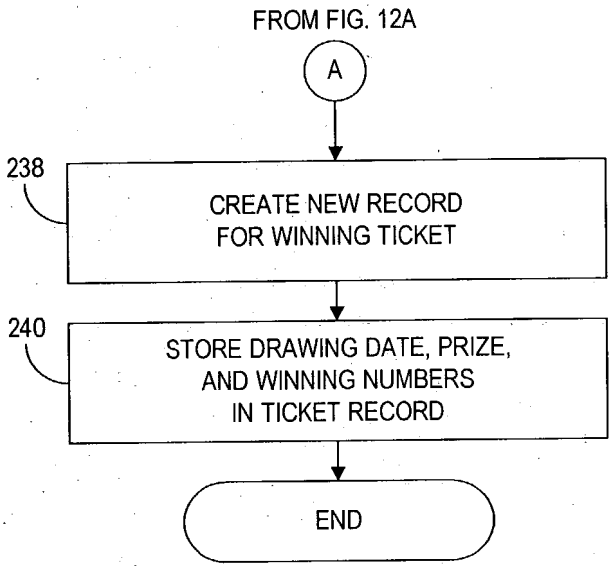

FROM FIG. 12A
A
238
CREATE NEW RECORD FOR WINNING TICKET
240
STORE DRAWING DATE, PRIZE, AND WINNING NUMBERS IN TICKET RECORD
END

FIG. 12B

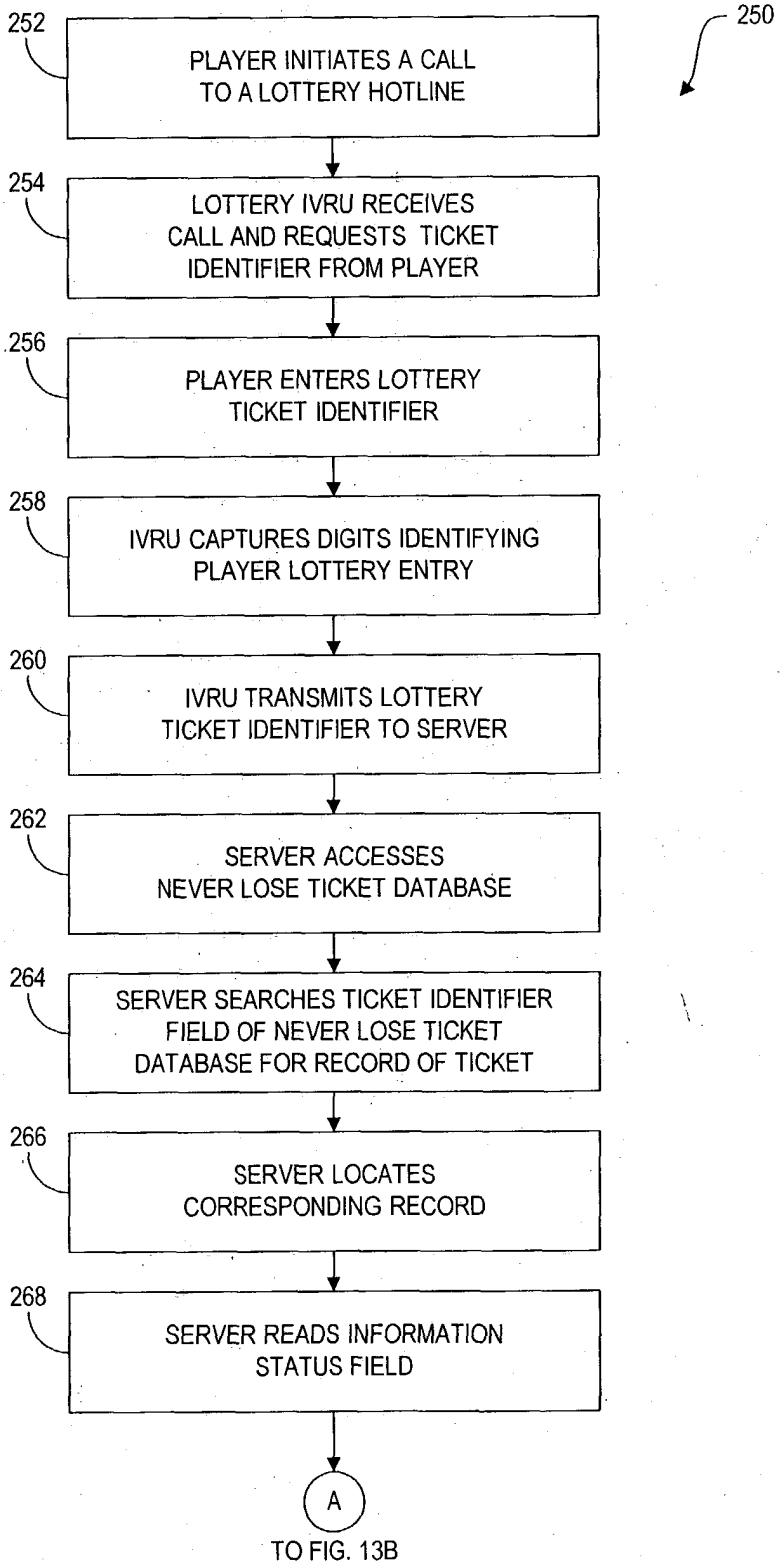

250
252
PLAYER INITIATES A CALL TO A LOTTERY HOTLINE
254
LOTTERY IVRU RECEIVES CALL AND REQUESTS TICKET IDENTIFIER FROM PLAYER
256
PLAYER ENTERS LOTTERY TICKET IDENTIFIER
258
IVRU CAPTURES DIGITS IDENTIFYING PLAYER LOTTERY ENTRY
260
IVRU TRANSMITS LOTTERY TICKET IDENTIFIER TO SERVER
262
SERVER ACCESSES NEVER LOSE TICKET DATABASE
264
SERVER SEARCHES TICKET IDENTIFIER FIELD OF NEVER LOSE TICKET DATABASE FOR RECORD OF TICKET
266
SERVER LOCATES CORRESPONDING RECORD
268
SERVER READS INFORMATION STATUS FIELD
A
TO FIG. 13B

FIG. 13A

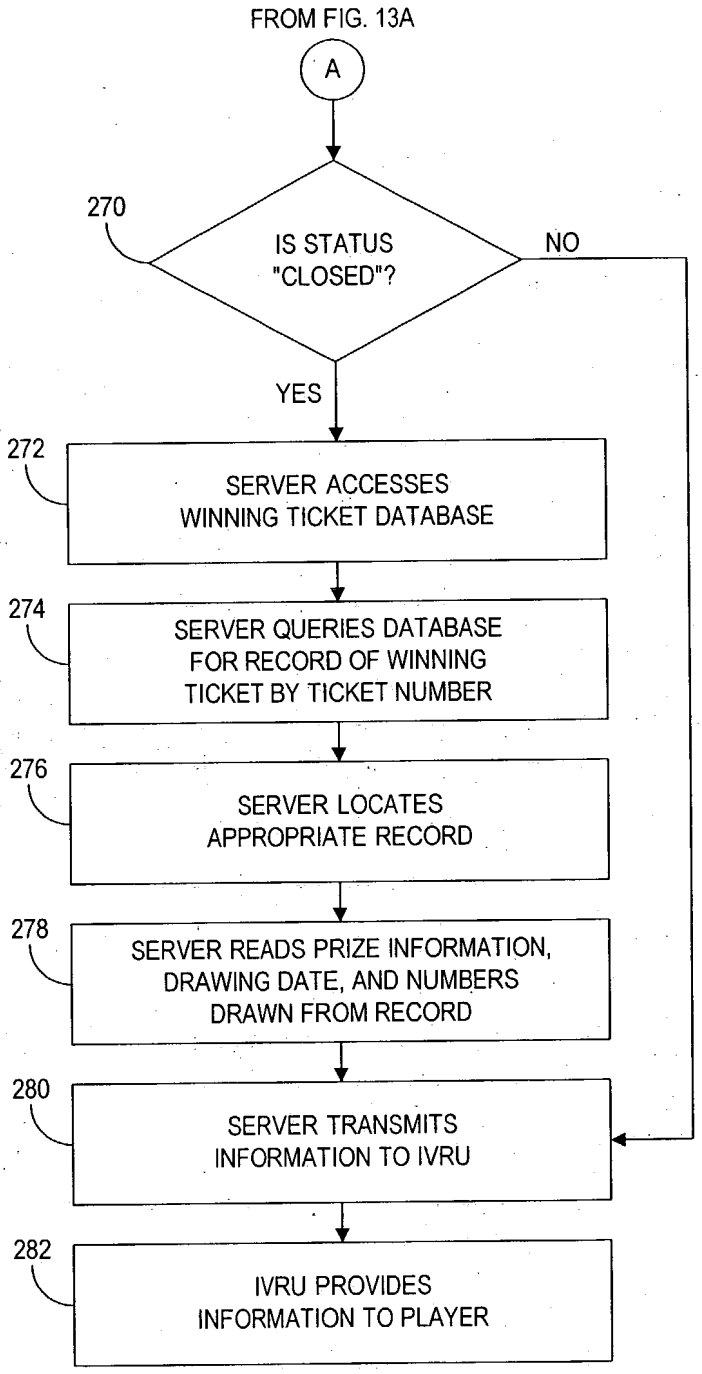

FROM FIG. 13A
A
270
IS STATUS "CLOSED"?
NO
YES
272
SERVER ACCESSES WINNING TICKET DATABASE
274
SERVER QUERIES DATABASE FOR RECORD OF WINNING TICKET BY TICKET NUMBER
276
SERVER LOCATES APPROPRIATE RECORD
278
SERVER READS PRIZE INFORMATION, DRAWING DATE, AND NUMBERS DRAWN FROM RECORD
280
SERVER TRANSMITS INFORMATION TO IVRU
282
IVRU PROVIDES INFORMATION TO PLAYER

FIG. 13B

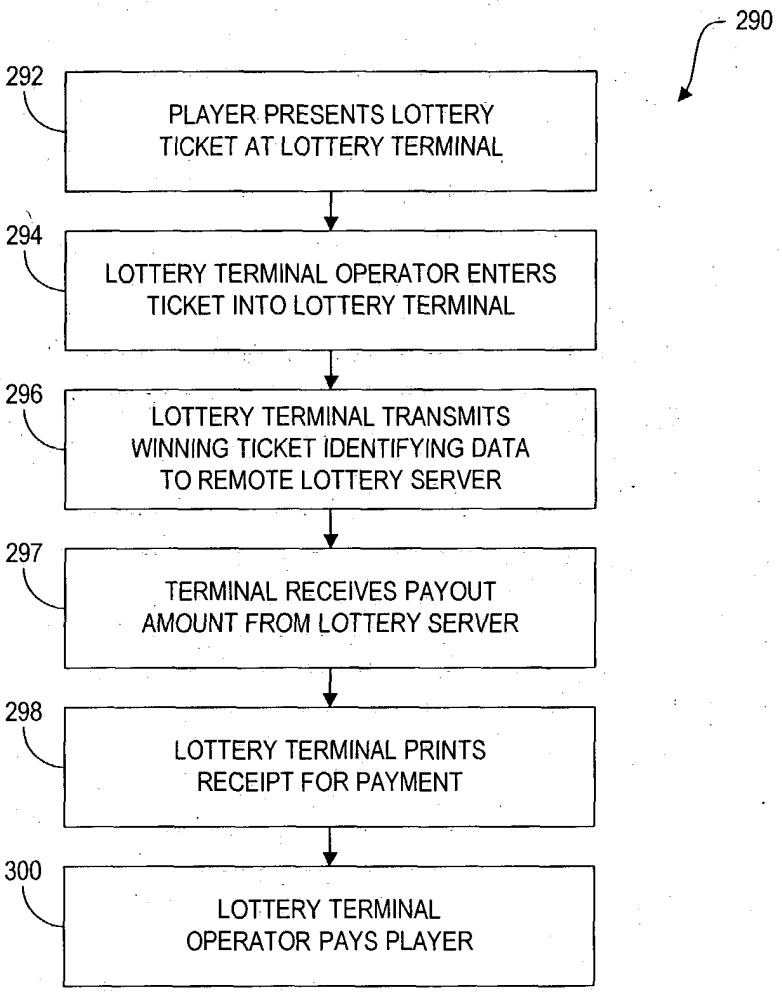

290
292
PLAYER PRESENTS LOTTERY TICKET AT LOTTERY TERMINAL
294
LOTTERY TERMINAL OPERATOR ENTERS TICKET INTO LOTTERY TERMINAL
296
LOTTERY TERMINAL TRANSMITS WINNING TICKET IDENTIFYING DATA TO REMOTE LOTTERY SERVER
297
TERMINAL RECEIVES PAYOUT AMOUNT FROM LOTTERY SERVER
298
LOTTERY TERMINAL PRINTS RECEIPT FOR PAYMENT
300
LOTTERY TERMINAL OPERATOR PAYS PLAYER

FIG. 14

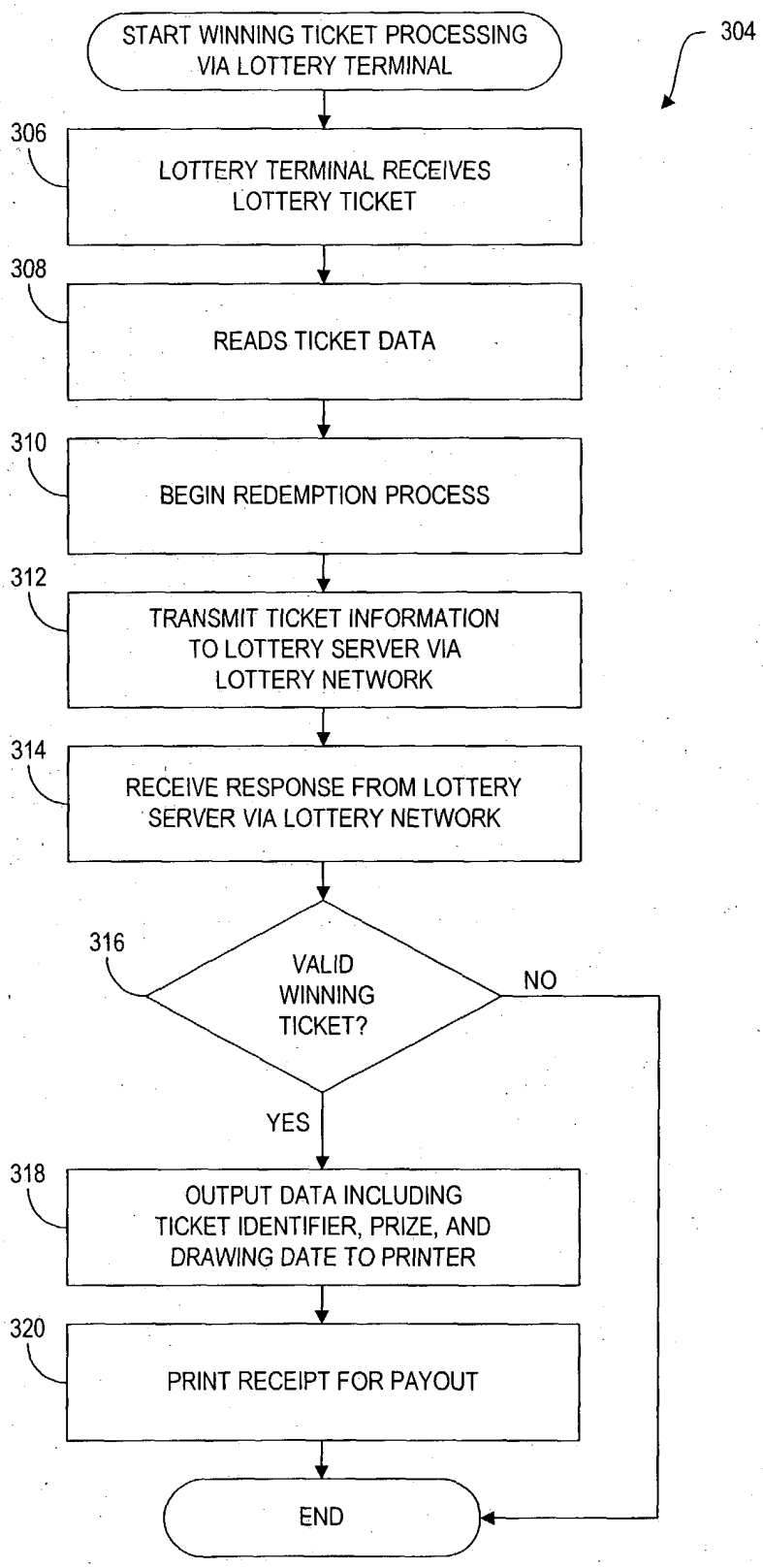

START WINNING TICKET PROCESSING VIA LOTTERY TERMINAL
304
306
LOTTERY TERMINAL RECEIVES LOTTERY TICKET
308
READS TICKET DATA
310
BEGIN REDEMPTION PROCESS
312
TRANSMIT TICKET INFORMATION TO LOTTERY SERVER VIA LOTTERY NETWORK
314
RECEIVE RESPONSE FROM LOTTERY SERVER VIA LOTTERY NETWORK
316
VALID WINNING TICKET?
NO
YES
318
OUTPUT DATA INCLUDING TICKET IDENTIFIER, PRIZE, AND DRAWING DATE TO PRINTER
320
PRINT RECEIPT FOR PAYOUT
END

FIG. 15

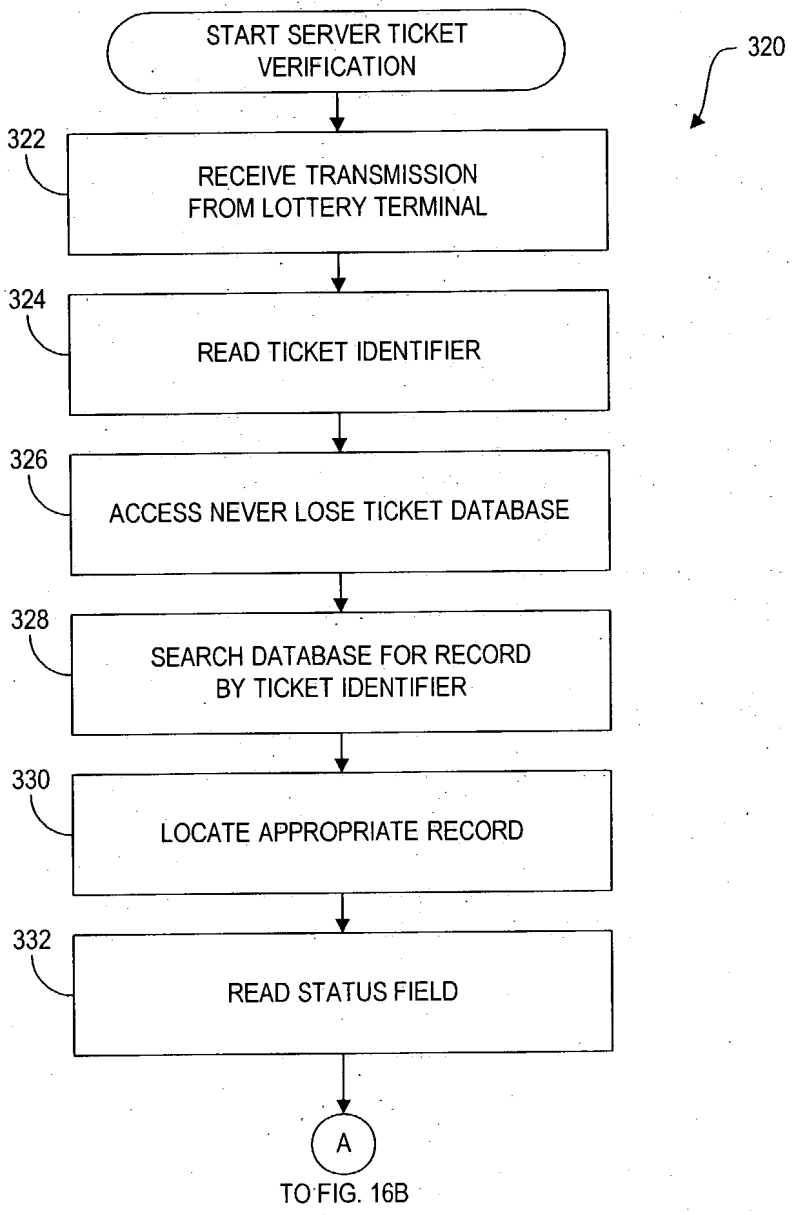

START SERVER TICKET VERIFICATION
320
322
RECEIVE TRANSMISSION FROM LOTTERY TERMINAL
324
READ TICKET IDENTIFIER
326
ACCESS NEVER LOSE TICKET DATABASE
328
SEARCH DATABASE FOR RECORD BY TICKET IDENTIFIER
330
LOCATE APPROPRIATE RECORD
332
READ STATUS FIELD
A
TO FIG. 16B

FIG. 16A

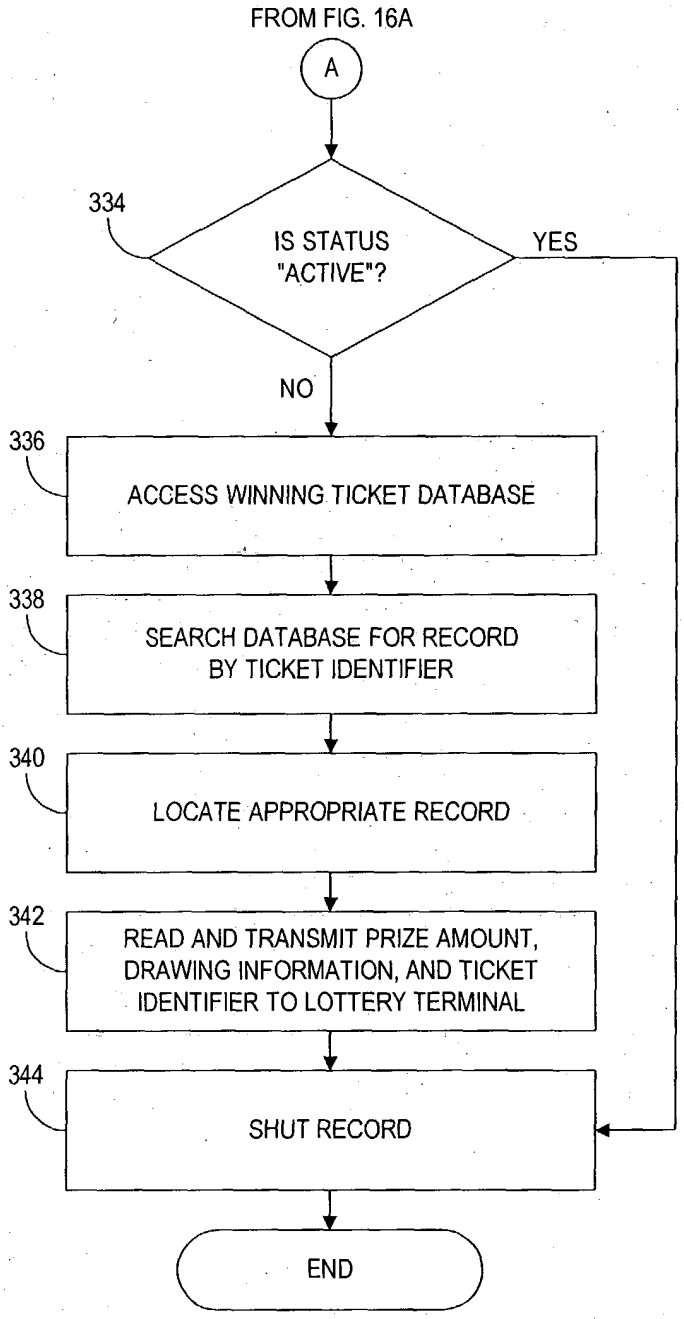

FROM FIG. 16A
A
334
IS STATUS "ACTIVE"?
YES
NO
336
ACCESS WINNING TICKET DATABASE
338
SEARCH DATABASE FOR RECORD BY TICKET IDENTIFIER
340
LOCATE APPROPRIATE RECORD
342
READ AND TRANSMIT PRIZE AMOUNT, DRAWING INFORMATION, AND TICKET IDENTIFIER TO LOTTERY TERMINAL
344
SHUT RECORD
END

FIG. 16B